AABBTreeNode # mNodePrimitives # mNbPrimitives + GetPrimitives() + GetNbPrimitives() # Split() # Subdivide() #_BuildHierarchy() # Refit() MeshInterface **AABBTree** AABBOptimizedTree + MeshInterface() + AABBTree() + ~MeshInterface() # mNbNodes + ~AABBTree() + GetNbTriangles() + Build() + AABBOptimizedTree() + GetNbVertices() + Release() + ~AABBOptimizedTree() + SetNbTriangles() + GetIndices() + Build() + SetNbVertices() + GetNbNodes() + Refit() + SetPointers() + IsComplete() + Walk() + GetTris() + ComputeDepth() + GetVerts() + GetUsedBytes() + GetUsedBytes() + GetNbNodes() + GetTriangle() + Walk() + RemapClient() + Refit() + IsValid() + Refit2() + CheckTopology() #mTree #mSource #mlMesh BaseModel # mModelCode + BaseModel() + ~BaseModel() + Build() + GetUsedBytes() + Refit() + GetSourceTree() + GetTree() + GetTree() + GetNbNodes() + HasLeafNodes() + IsQuantized() + HasSingleNode() + GetModelCode() + GetMeshInterface() + SetMeshInterface() # ReleaseBase() # CreateTree() Δ HybridModel + HybridModel() + ~HybridModel() + override() + override() + override() + GetLeafTriangles() + GetIndices()